

HEAT WAVE

Commodore Amiga and Atari ST Manual Reference Card

About This Card

The manual that came with your game (written for the IBM PC and Tandy version) will provide you with virtually all the information you need to play *Heat Wave*. However, there are some exceptions and differences between computer systems, which are noted on this card.

To use this card: The page numbers below show the location of information in the manual that won't work with your Amiga or Atari ST. When you come to such a section, replace the instructions in the manual with the corrected version.

Getting Started (page 2)

You should make a backup copy of your *Heat Wave* disks before you begin playing. For instructions on how to do this, check the operating system manual that came with your computer.

If you have an Amiga floppy drive system:

- 1 Place your *Heat Wave* disk in DF0:
- 2 Turn on your computer, the game will load automatically, and the Nautical Examination screen will appear.
- 3 See the Nautical Examination section to see how to pass the copy protection screen.

If you have an Amiga hard drive system:

- 1 Enter the CLI: or SHELL (1MB RAM required to run from hard drive).
- 2 Type **MAKEDIR DH0:HEATWAVE**
- 3 Place your game disk in DF0:
- 4 Type **COPY DF0: TO DH0:HEATWAVE ALL**
- 5 To run the game from the hard drive, make sure that you're in the CLI: and type **CD DH0:HEATWAVE** to enter the Heat Wave sub-directory.
- 6 At the CLI: prompt, type **HW**

If you have an Atari ST floppy drive system:

- 1 Place your *Heat Wave* disk in Drive A.

- 2 Turn on your computer and, when prompted, replace Disk A with Disk B. The game will load automatically and the Nautical Examination screen will appear.
- 3 See the Nautical Examination section to see how to pass the copy protection screen

If you have an Atari ST hard drive system:

- 1 Create a folder on your hard drive and call it **HEATWAVE**.
- 2 Copy all of the files from both disks (including the files in the **AUTO** folder, but not the **AUTO** folder itself) into the **HEATWAVE** folder on your hard drive.
- 3 To run the game from the hard drive, double-click on the file **HW.PR.G**.

Main Menu: The Heat Wave Agenda (page 4)

The interface for *Heat Wave* is a system of menus, each of which offers a number of selections. Use the cursor keys — the **Up** or **Down** arrows — or your joystick or your mouse to move through the menu choices. Your current choice is highlighted. Then press **Enter**, the fire button, or the left mouse button, to select it. A data screen or sub-menu will appear; follow the same procedure to select options from a sub-menu.

To exit a menu screen without making a selection, you usually press **Esc**, but you can also click the right mouse button. Other keys that may be of use in a particular menu will be displayed at the bottom of the menu screen.

Game Options (page 5)

Joystick. There is no need to calibrate your joystick with the Amiga and Atari ST.

Graphics Mode. There is no graphics mode option with the Amiga and Atari ST.

Qualification Time Trials (page 13)

In step 1, the manual says to use the **left arrow** and **right arrow** keys on the keypad to steer left and right. You should use the **4** and **6** keys.

Basic Boat Controls (page 15)

The command information on page 15 for the keypad and joystick are the same for the Amiga and Atari ST. (The mouse, by the way, can only be used for controlling the menus.) The additional key commands on page 16 are also the same, except for **Adjust trim up** which is the **2** key and **Adjust trim down** which is the **8** key.

Troubleshooting (page 25)

Disregard everything in this section except the first paragraph.